Here's an idea:

EnableStealthOnCustom_Sound
Enables stealth on custom (eg. vehicle enter) and disables stealth on another custom (eg. vehicle exit). Plays a sound whenever it receives a custom.

Differences with the standard preset stealth setting;
Eg.
-Stealth effect is applied only when somebody is in the vehicle.
-The cloaking sound can be seperate from the engine stop sound.